

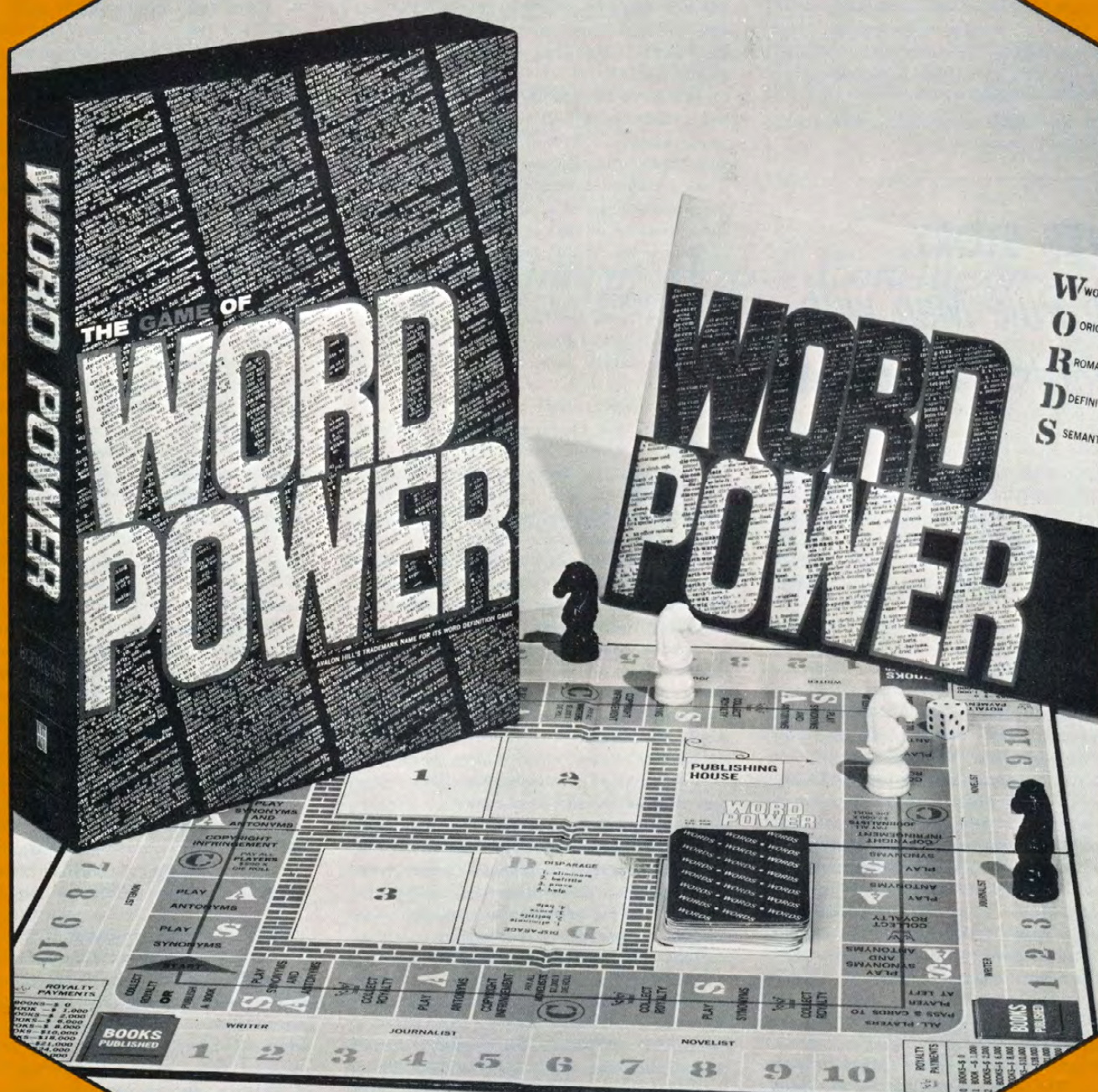
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The AVALON HILL

GENERAL

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"We Rule Men with Words"

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The AVALON HILL **GENERAL**

... a losing venture published bi-monthly, pretty close to the first day of January, March, May, July, September and November.

The General is edited and published by The Avalon Hill Company almost solely for the cultural edification of adult gaming. (It also helps to sell Avalon Hill products, too!)

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COVER STORY:

"We Rule Men with Words"—Napoleon

When's the last time you really hurt a guy -- with words? When's the last time you experienced the thrill of devastating your wargame opponent with a well-spoken satirical phrase? When's the last time you stuck a literary knife into an "enemy" reducing him to tears? Last month? Last year? Never?

If you've never (or hardly ever) experienced these cerebral ecstasies, WORD POWER is the game for you. WORD POWER is no ordinary word game that might depend upon player's prior knowledge or luck of the draw. No indeed. WORD POWER is a vocabulary building game; the only word game on the market that gives everyone an equal chance to win regardless of their knowledge of words. Equally important is the game's built-in subtlety of design which teaches you new words and meanings without you even realizing it. We call it subliminal education. You'll call it a great way to acquire new status in life. The play of WORD POWER centers on the use of synonyms and antonyms as you progress from Writer to Journalist to Novelist on your way to monetary riches. It's a perfect balance of skill, luck and poker bluffing strategy. The accompanying 34-page guide contains word-definitions; chapters on origins, histories, and the romance of words in love and war for starters. Wouldn't it be worth \$7.98 to you if - one time - you can ignominiously defeat a smug fellow in a battle of words?

The Avalon Hill Philosophy - Part 7

"How would I go about forming an Avalon Hill Club?" is an oft repeated lament. On the surface it seems like an easy question to answer. Simply gather a few friends about you, appoint yourself President, then go out and buy some Avalon Hill games. (We particularly stress the latter.)

Our mistake has been to dismiss the inquiry with an answer not much more erudite than that. Not until such inquiries began to increase did we realize the cardinal sin we were committing in not following through with such requests.

We have finally begun to understand that "belonging" is very important to many people. In addition, we saw that the "club" concept had engendered many a new-found friendship, developing a camaraderie of adult game enthusiasm neverbefore witnessed in this country.

Yes - we finally woke up.

That's why Avalon Hill has, at last, gotten around to the job of registering as many Avalon Hill wargame groups as wish to be made "official".

"Big deal", you exclaim... "what's that mean to us?", "you ask.

Simply this. Registration in itself will eliminate much of the fake organizational bit and general child's play that heretofore has hindered the wargaming growth and development for the truly serious wargame buff. Registration also provides Avalon Hill with sources to which we can recommend new devotees of the sport. Ultimately, we hope to bring all wargamers to working in closer harmony through our efforts to promote existing clubs. Actually, this latter is not so much our idea. Credit for putting the bug in our ear goes, in the main, to William Speer, hard-working ex-President of the International Federation of Wargamers (feature story of Vol. 4, No. 3). Speer and company saw the merits of a coordinating committee for the preservation of wargaming, and have already held an "annual" wargames convention with plans underway for producing several more in the upcoming year.

We were still reluctant to get involved - especially as umpire and ar-

biter for intra-club squabbles. This reluctance was overcome by our thinking that the credits were too many to allow wargaming to continue to flounder in the sea of individualism.

In short - we're all for the "clubs." May they flourish, squabble, fight and even have their rebellions - if done good naturedly - because growth feeds off of controversy and divergence of opinions.

Let's here it for the "clubs."

Friendly Totalitarianism

We have been somewhat disappointed, at this writing, in the lack of clubs registering with us. Perhaps registration will pick-up once others realize that we are willing to put forth some of our own time and effort in its promotion.

Claiming to be the largest of all the clubs with 120 members is Aggressor Homeland. "We are organized according to U.S. Army field manuals... sincerely interested in improving and uniting wargaming," states Victor Gervol, Jr., President of Aggressor Homeland. Testimonial of this was their presence and avid support at the 1st annual wargame convention which was held last July in Malvern, Pennsylvania.

At the moment, however, certain factions within Aggressor Homeland are rebelling. But here, again, such differences of opinion more often than not serve to better the ideals of wargaming per se. For instance, in Gervol's own words, "It seems as though certain clubs and individuals are losing site of the purpose of wargaming; that is, to have fun. What we say in our ads and correspondence as a 'nation' is not intended to be taken as any reflection on the personal beliefs of the members of the club. As a wargaming 'nation' we play the role of a totalitarian to the best of our ability to make wargaming more colorful and entertaining." Well put, Victor. You'll make some company a great publicity director.

Probably the smallest club is Richard Locke's group of but five members who, he admits, "is best described as a buddy-buddy group with no officers, no secretary, no organization, but growing..." Locke's interest in "club-ing" it thus differs greatly from Gervol's.

Locke regularly, like about once a week, furnishes us with names of retailers handling AH games plus names and addresses of consumers in the Evanston, Illinois area interested in wargaming. Only an idiot of a sales manager would discourage fanaticism of this degree. If zeal be any criterion,

WORD POWER has been out on the game shelves since November. You'll find it on any of your better game, book and stationary counters. If not, just send \$7.98 directly to Avalon Hill. Or, if still dubious, send a stamped self-addressed envelope and we'll send you FREE our colorful hard-sell sheet. (Just don't ask us to send you the teenage model that adorns this sheet.)

Locke's group may quickly rise to the status of the Red Lion's, easily the fastest growing wargame club today. On August 1, 1966, Red Lions was founded by Bill Stone and Steve Marin as a club dedicated to defeating the Aggressor menace...and elevating wargaming to a place beside Chess. Actually we can thank Aggressor Homeland, again, for Red Lions' existence if we are to believe Gervol seriously when he stated, "Someone had to be the 'bad guys' and I'm sure Aggressor has done more to promote wargaming by...carefully worded ads designed to appeal to the readers' emotions, antagonizing as well as gaining support for wargames."

Perhaps Gervol takes too much credit for the development of wargame clubs. Nevertheless, sometimes the end justifies the means and to this extent, we find it difficult to reproof Aggressor's philosophy. Like we mean, Cassius Clay isn't exactly the paragon of boxing but look how he woke up the fight game.

You can't fault success. And today, Aggressor is among the leading contributor to articles in this magazine. "Aggressor has been able to stir up opponents in almost every state of the Union. Aggressor have worked on game research and development and under the dynamic leadership of Richard Gutenkunst have come to produce an Iwo Jima game, an expanded set of Bulge troop counters Stalingrad air counters and German concentration armoured units, Afrika Korps units to begin play in 1940 with, Blitzkrieg minor country armies and air force counters, to mention a few," adds Gervol who states that more goodies from the drawing board are in the offing including an improved version of D-Day as well as an historical essay on the history of nations in Blitzkrieg not to mention a three-player version.

So while Aggressor Homeland is hard at work in diversification, Red Lions continues their growth ascendancy. "With a membership over 60, and with more services and benefits than ever before, we stand ready to oppose Aggressor in combat," asserts Defense Minister Stone.

Actually, Red Lions has even outgrown its name and recent re-organization finds the club with the new name of Boldlands. "The future depends on the decisions of Aggressor," continues Stone. "If they want to fight, Boldland will defeat them. If they wish to join us as partners in making wargaming a friendly hobby as popular as Chess, then we will work together toward that end."

Then there is the Spartan Wargamers, currently under indictment by Aggressor for, "attempting to monopolize wargaming through very unscrupulous methods

including bribery." "Not so," claims our informant among their ranks. "Honesty..." is our credo. (We'll get the real low-down after sending them some free games.)

Waxing quiet on the western front is the Pacific Northwest War Games Association which has undertaken the publication of an Opponents Guide. In this job-well-done, principals Douglas Beyerlein and Paul Scroggie have listed capsule comments on players themselves, including age, availability, even directions to their individual homes.

The Military Tactics Society is probably the oldest living club, having been formed originally for the purpose of generating interest in military history and holding wargames in miniature, President Tony Morale states that

"membership is now 50 strong, divided into three branches; the Napoleonic branch, the Naval branch, and the Avalon Hill branch. Its annual show, which will feature the Naval branch, will be held January 13, 1968 at the Nassau Community College Library in Garden City, Long Island, New York."

Perhaps the entire philosophy behind the purpose of the "clubs" is best stated by the membership benefit: "gaining experience, friendships with other members across the nation..." of Mike Nicholson's Massachusetts club, We Conquer All.

Whatever your purpose might be in belonging to a club, we support any and all actions designed to make wargaming fun. "Don't knock it; just club it."

Principles of War—Conclusion

By Captain Mike Frankwicz
Myron Brundage, Editor

In this, the concluding article of our Principle of War series, we will cover the remaining Principles and then tie the entire series down by way of summary.

The Principle of the Offensive. This is as important a principle as any that we have devoted a full article to. What we have to say about it is not much, but it is important. Offensive action on the part of someone is the only means by which a decision is gained. Since the attacker seizes the initiative, he calls the shots and at least temporarily gains more freedom of action. However, despite the decisive advantages of the offensive, you can utilize this means only when you have forces available to provide a reasonable chance of success. The guide to "how many" forces are required is the Combat Results Table and the Rules. But to cut the hair even finer it also depends on how much or how little you are blessed with the dice.

Frequently you must assume a defensive attitude someplace in order to assist offensive action elsewhere, to gain time, or to utilize the advantages of terrain to compensate for weakness. The defender, however, is relegated to the role of reacting and avoiding defeat.

The importance of the Offensive is just plain common sense. But we have seen the indiscriminate application of "attack! attack! attack!" by inexperienced players lead to their quick demise. So here are a few hints about the offensive in view of your opponent's

known or suspected abilities, where you have a choice about going into the attack or not. If you know he is better than you are, or you know very little about his ability, he cautions and considers every aspect of your attack carefully. Especially consider what he can do to you if you fail. If you are sure you are the better player, attack whenever you can, even with some risk. If evenly matched, attack whenever you can, but be careful about taking risks.

The Principle of Simplicity. This principle is necessary because wars tend to get complex and the majority of people involved in them are relatively simple folk. Most AH games involve one person per side. This person plays his side to the best of his ability and he will tend to be as simple or complex for himself as he feels like. The principle applies to team games however, not only to plans, but especially to communication thereof. One way to keep things simple is to do things uniformly, perhaps by having an SOP (Standing Operating Procedure). This way people can anticipate what to expect and communications and operations are simpler, easier.

The Principle of Unity of Command, achieves unity of effort by coordination of all forces toward the common objective. It is best achieved by having one commander over a distinct chain-of-command. Again in AH games involving only two people this should be no problem with each player representing his entire side. But as above in team games, this is an important principle. There must be one top commander, and he should

have a clearly defined chain of command. His subordinates should know exactly what they are responsible for. He should let them have enough authority to discharge their responsibilities.

The Principle of Cooperation (Coordination). The United States Army pays a great deal of attention to this principle. The reason is the size and complexity of our Army. One important feature of this principle for the AH wargamer falls under what we used to call "tying in your flanks". This meant making certain that your flanks were mutually covered with fire with your neighboring units. In AH circles this means you place your counters so as to be mutually supporting, and to leave no dangerous gaps. The actual protection may come from your zones of control, or perhaps the range of your airpower, artillery or special units.

In AH games involving more than one player to a side, especially club or team efforts, it is a wise idea for the club to have an SOP as the Army does covering these responsibilities and who has them. (EX: 11. The responsibility for tying in the flanks lies with the commander on the left. 12. The responsibility for securing friendly coast lines lies with the Reserve Command., etc.).

One important factor pertaining to Cooperation is that instructions should be executed according to the "spirit and intent" of the commander issuing them. In other words the subordinate should do his best to find out what his commander actually wants and strive to do it that way. By way of summary for this entire series which we began with the May 1966 issue we trust you have noted how interdependent and in-

terrelated the Principles of War are upon and to each other. Our closing advice is this if you want to employ these principles to improve your game:

1. Document your games. Make notes or sketch maps of them and go over your strong and weak points against the concepts we have covered in this series, as well as other sources. Watch your progress.

2. Make yourself checklists from the articles in areas where you are weak, and play with these at your side.

3. Go over the rules and your checklists before you play.

4. A good way to exercise yourself or "maneuver" if you will, is to play a game of solitaire against yourself. Check yourself out on the gameboard, with the forces, the rules, and the Principles as you go along.

There is much more that could be said about the Principles of War. Our purpose in this series has been to put them in focus as briefly as possible for the AH wargamer.

This concludes the excellent series written and edited by Captain Mike Frankwicz and Myron Brundage with help from Captain W. L. MacMurdy, the latter an U.S. Army Intelligence Officer. Previous articles in this series appeared: Principles of Objective, Vol. 3, No. 2 (July 66); Mass & Movement—Key Concepts, Vol. 3, No. 3; Mass & Movement—Offensive Maneuver, Vol. 3, No. 4; Economy of Force, Vol. 3, No. 5; Mass & Movement—Defense & Retrograde, Vol. 3, No. 6; Surprise, Vol. 4, No. 2 (none in Vol. 4, Nos. 1 & 3); Security, Vol. 4, No. 4; Conclusion, Vol. 4, No. 5. Comments should be directed to Myron Brundage, 2437 W. Sunnyside, Chicago, Illinois.

Afrika Korps & the Attrition Table

By Brooke Duvall

Tired of losing an entire army with a single role of the die? The use of the Blitzkrieg Tournament Game Attrition Table in Afrika Korps provides much more realism than the old Combat Results Table. Losses incurred in a battle are simply subtracted from a unit's combat factor. Records of a unit's present combat factor are written down on a separate sheet of paper. For example: It./Ariete(4-5-6) attacks 9A/20(2-2-6) at 2-1 odds. The German roles a six. Using the old table the entire Italian division is wiped out. However using the Blitzkrieg tournament table the units combat factor would be reduced to 2-3-6 and it would retreat

one space. If a defending unit is doubled then attack factors lost are doubled. When a unit's defensive combat factor is reduced to zero it is removed from the board. Italian units whose attack factors are zero, but still have defensive factors can defend but not attack. Units defending in a fortress must be forced to retreat two spaces or more before they are completely eliminated. This system provides more realism, prevents wholesale elimination of attacking units, and gives defending units in a fortress a better chance of holding out. I have used this method several times and have found that it does not disrupt the balance of play. Brooke Duvall, 300 Gateswood Rd., Timonium, Maryland.



Think Small ...

By Barry K. Branch

As commander of a large army, we often overlook the damage a single unit can do, if loose in the enemy rear. It's importance is usually in threat value, rather than in actual attack. Often, a single unit threat can achieve more than a mass frontal assault.

In AK, where a solid front line is a rarity, Rommel can send a Recce far to the South and East. A walk into undefended Tobruk is obvious victory. But far better, the threat to Tobruk or BHB, or possibility of surrounded attack, can tie down many British units in positional defense. Or if the British send a Recce deep to Rommel's rear, as Mechili for example, Rommel must use valuable units to protect his supply.

In D-Day, the German can send a small Panzer past Vichy, to threaten west of the allied ports; the allied often use triple its strength to protect supply. Or the allies can paradrop to the German coast, opening a supply port, then move to control the North replacement stars. Hitler usually wastes several units for several turns, just to re-secure the area. A drop on Aachen is also vital.

In other games, a penetration (for supply) is first necessary. In Stalingrad, if an opening is made in the far South, a single German unit facing East can cause a complete Russian retreat, or at least the waste of heavy Russian units to protect Moscow and Stalingrad. It is often worthwhile to battle Terrain rather than the enemy; a light Russian unit creeping West through the Pripet Marsh can divert several German units.

In Bulge, a VC Regiment sneaking West through the woods near Monschau can threaten SPA or the Malmedy area. An allied piece going East in those woods, a threat to St. Vith, can pull sufficient German forces to stall heavy attacks along the Ourthe.

The possibilities in Blitz are unlimited. In short, don't let your massive forces blind you to what one outfit can do. Don't attack, and don't commit your man; a threat is more effective. The more vague the threat, the more areas endangered, the greater the effect on the enemy. Barry K. Branch, 2106 Elmhurst, Royal Oak, Michigan 48073.

PBM Hidden Movement via Cryptogram

-Part II

By Albert J. Macek

As explained in the last issue the idea of this system is that a player sends his hidden moves in code and sends the key word to the code to his opponent as each unit emerges from hiding. The task for this second and last article in the series is to look into how both sides may cheat in the use of the proposed system and to work out ways to prevent such cheating. In logical conjunction with the requirements for a good PBM hidden movement system which I stated last time, there are two general ways in which cheating may occur.

1. The player sending a move may contrive to remain uncommitted by the move he sends.

2. The player receiving a move may partially or completely crack the code and have full or partial knowledge of the location of one or more hidden units.

SENDING UNCOMMITTING MOVES

Let us start with an example of something that may occur without pre-planning. Our hero sends his first infantry to BB40 with the intention that the movement will be hidden. His key word is a sentence about marijuana: "Pot slew Dan." Thus he sends his opponent the information that his first infantry is at ODSN. After our hero's opponent makes his move, our hero finds that things would be much better for him if his first infantry had gone to U43, a space which was available before it moved to BB40. He wishes he had not committed himself to BB40, but after careful study finds that he did not commit himself. He arranges the crime in his key word sentence to be "Don slew Pat," and now ODSN stands for U43 instead of BB40.

A clever player can plan his key words in advance so that he has any number of options in hidden movement. Some combinations of letters can be arranged into various keywords ad infinitum as illustrated by the following variations of two short sentences already given:

Plan wed sot; Pan wed slot; Dew slap ton; Pals not wed; Paw ton sled; Weld

to span; Stop! we land; We plot sand; Dew slap ton; Don pets law; Law step nod.

The examples above were made up in a single fifteen minute session. Two people together or one person working in several sessions can do far more. A determined player who wants to have the choice of his hidden units appearing in many places can do far better.

The player who receives a series of hidden moves and later finds his opponents hidden forces hitting him where it hurts most may be suspicious if the key word for the movement is something strange like P. West Loan. This is still another variation of the same letters used over and over again above. His opponent could explain that this means "Pacific West Loan." You can hardly complain to your opponent that his key words make little sense or that they are aesthetically repugnant. It would be very hard to give a set of criteria for key words that would exclude this type of cheating. The best way around this whole problem is to have a list of words from which the key word must be chosen. Such a pre-set list should contain a given letter of the alphabet or not at all or else a rare letter would be a give away to the receiver. In the list that follows every letter of the alphabet appears at least five times.

quiet carol	Zagros exit	Panzer tomb
prize blast	lucky thief	Forest Lawn
violent Sam	company HQS	blue dragon
Mojave bush	lacquer tub	bright dawn
xanthic dye	much oxygen	Zelda Brown
Prickly Ash	Iraq County	modest Liza
morbid jest	fox hunters	Gen Schmidt
North Wales	royal junks	long quaver
pink salver	Douglas Fir	wainscoted
special job	my favorite	red jonquil
fine ox cart	blonde hair	vestal gourd

CRACKING THE CODED MESSAGE

A legitimate way to get information about an opponent's hidden unit is to determine how far it could have gone from where it was last seen. This can help in cracking a code. Suppose the receiver knows that his opponent's first infantry must be in the range of spaces between D and L in one direction and between 11 and 19 in the other. The coded messages he receives can thus stand for anything from 0411 to 1212. If he gets the message PRPR, he knows

exactly where his opponent is. The third letter must stand for 1. Thus P is 1. R must be either 1 or 2. It cannot be 1, because P is 1. Thus his opponent is on 1212 or L12.

The example just cited is typical of situations that must arise in war games. Before he received a move the code cracker knew that the third letter of the move had to stand for 1. There is only one cure. Don't let the receiver know which letter is the third one. This is achieved with "nulls."

A null is a character in the code which is meaningless. It is meaningless because it is a letter which is not found in the key word. The receiver will not know which letters are nulls until he knows what the key word is. Let us assume momentarily that the standard message length is eight letters and the key word is the name of a tree, PRICKLY ASH. The letters M and O can be used as nulls to send the position L12 in the following code: MPROMROP. Now the receiver does not know what the third letter in the code is.

RULE FOR USE OF NULLS

Introducing nulls brings back the problem of the first part of this issue's installment. The sender of a hidden move may very well use the nulls to send two messages, each with its own key word and either of which he may later choose to use as the one he "intended." This means that the use of nulls must be restricted. This will be done in two ways:

1. Make all hidden position codes in a six letter format--thus having two nulls in every message.

2. Permit nulls only at the beginning or end of a message. Thus the first two, last two or first and last letters in a six character message may be nulls. This also means that the real message is always some set of four characters in a row.

IMPLICATION OF THE RULES

The rules will be restated and then one implication of the rules will be explained.

1. Hidden moves will be translated into a four letter message using a key word from the standard list and leading zeros.

2. Two nulls will be added at the end or beginning or one null at each end to make the message a six letter message.

3. A player may use a different key word for every hidden movement with the restriction that once a unit goes into hiding, the key word must be used for that unit until it emerges. If that same unit later goes back into hiding a different key word may be used.

The rules place a greater burden upon the player sending a hidden move than the one receiving the move. The man sending the move could slip in such a way that his opponent can figure out where his unit is and what the key word is. For example, any player who wants to place a unit on L12 may as well forget it. Two pairs of repeated characters stand out in any six letter message. Thus if the key word is the name of a mountain pass, ZAGROS EXIT, the location L12 sounds like a Gabor sister, ZAZA. There is no way to hide ZAZA

in the nulls. The recipient can check every space with a repeating name from A1 and B2 to DDD56 to see which ones could have been reached by the unit he is trying to find. Even if on the first move the recipient cannot find the unit's exact location or determine so much as the significance of one letter of the code, he has a great deal of information to use in connection with later information that he will get in the form of subsequent moves.

This means that the sender of a move is not completely free to place his hid-

den units on any space. Keeping his units out of sight involves the penalty of restricting his movements slightly. This is realistic anyway.

I think this method is playable, fairly simple, quite fair to the receiver and fair enough to the sender of a hidden move. Changes may be desirable in the word list and in the use of nulls, but this will be learned only from experience... Albert J. Macek, 6236 Lochvale Drive, Palos Verdes Peninsula, California 90274.

Order Out of PBM Chaos

By Jared Johnson

The following is a rather comprehensive set of solutions prepared by our crusader-at-large, Jared Johnson. It is a blueprint we suggest for players to follow to resolve irregularities that occur from time to time—and actually represents a melting pot of solutions gleaned from over a dozen top-notch individuals and PBM clubs who have designed their own rules to cover such problems.

1. Version of a game being played plus tournament and optional rules being used must be explicitly stated.

2. In disputes over the rules, Avalon Hill will be the final authority.

3. There will be a time limit of 30 days. Player not replying to a move within this time will lose by default.

4. All erasures and scratchings-out must be initialed by the opponent to avoid the possibility of hanky-panky in the case of a discrepancy.

5. If opponent neglects to indicate a closing transactions date, use as CTD the 2nd day after the postmark on the sender's envelope. If the stock market is closed on that day, use the next day market is open.

6. Zenith will be permanent stock for weather, and Ampex for supply units. These stocks may not be listed for any attacks.

7. Illegal moves:

a. More than maximum number of units allowed per square: Weakest unit is assumed not to have moved in that turn. If this places it in a combat position defender may retreat unit two squares toward nearest road.

b. Unit moving too many squares: Unit is assumed not to have moved in that turn.

c. Unit is in enemy zone of control without battle being recorded: Unit is assumed not to have moved in that turn.

d. Position of unit not recorded:

Unit is assumed not to have moved in that turn.

e. Listing dead units: Units are eliminated from board. Proceed with appropriate step under incorrect battle odds if any such units were involved in an attack.

f. Faulty initial placement: Unit is removed from board and brought in next turn. If involved in battle proceed as indicated under Incorrect Battle Odds section.

g. Failure to tell where defending unit(s) should be retreated to after battle: Defender does his own retreating.

h. Once the defender has replied to his opponent's move, any error can not be corrected thereafter.

8. Recording incorrect battle odds:

a. Against a single unit: Odds are recomputed by defender and battle is fought in regular fashion with stock and CTD listed by attacker.

b. Against two or more units

when battle was originally combined by the attacker: Same as against single unit.

c. Against two or more units in separate combat: Recompute odds by adding up combat factors of units listed as participating in the attack on the OB sheet.

d. Non-ambiguous case: If there is only one legal way to resolve a move, the defender may do so.

e. Soak-off at worse than 1-6: Send OB sheet back to attacker to re-partition battles as he so desires to avoid losing soak-off unit if possible; new stocks and CTD must be named.

f. No soak-off unit (all enemy units in attacker's zones of control not being fought): Send OB sheet back to attacker to redivide odds and name stocks and CTD.

g. Soak-offs at illegal odds: Send sheet back for clarification as above.

Comments to Jared Johnson, 1548 Rochelle Drive, Chamblee, Georgia,

Victory With Superior Forces

By Ralph W. Schulz

When military writers propound their pet strategies; they always concentrate on how to win a battle with inferior forces. Apparently it is taken for granted that the side with superior numbers will win without any effort or skill on the part of its general. An assumption belied by the vast number of generals (and wargamers) who have been defeated after leading superior forces into battle.

Instances of the defeat of large forces by smaller ones abound the most

recent being, of course, the Arab-Israeli massacre. Here one might argue that the Arabs, being unable to fight a modern war, were not really a superior force despite their numbers and soviet equipment. This is true, but, even when the opponents are equal in quality, having the superior force is no guarantee of victory.

In 1940 the Allied armies outnumbered the Germans. They had more tanks, more guns, the advantage of fortifications and all the benefits that go with being the defender. The strategic situation was such that the Germans were

doomed to grow constantly weaker as their opponents grew stronger. The Allies looked unbeatable, even to the Germans, yet they were routed. How? The German armored breakthrough is usually cited but the main reason was the Allies misuse of their greater forces. The key move was the German invasion of Holland. This caused the Allied armies to lunge into Belgium, away from their fortifications, supplies and communications. Once committed to movement along the lateral roads into Belgium the Armies could not be recalled. Once the Allies were set up for the kill, the German Panzers struck and cut off the finest of the Allied armies without them being able to even fight in their own defense. All were amazed at the success of the German move but a glance at the map will reveal that even before they attacked the Germans were closer to the Allied rear than the Allied armies. How did the Panzers drive so deep so fast? By moving into Belgium the Allies moved their mobile forces and the bulk of their reserves from the path of the Germans. So was a superior force nullified by its improper use. A study of this and other campaigns reveals the following general guidelines for the use of superior forces:

1. REMAIN ALWAYS ON THE OFFENSIVE. Press the enemy, threaten to attack at all times. Force the enemy to deploy his men to protect himself. With his forces tied down in defense the enemy cannot concentrate local superiority against part of your force. The main advantage of having superior numbers is that you can match the enemy's defense and still mass a striking force.

2. MAKE YOUR FORCES MUTUALLY SUPPORTING as long as the enemy has any attack capability. This means make your detachments strong enough to hold their own till help can arrive.

3. EXTEND YOUR FLANKS BEYOND THOSE OF YOUR OPPONENT. Force him always to extend (and thin) his lines for protection. If he tries to cover everything he will be weak everywhere. If he covers only certain points he will leave openings for attack. If he refuses to extend his line you will be able to envelope his exposed flanks.

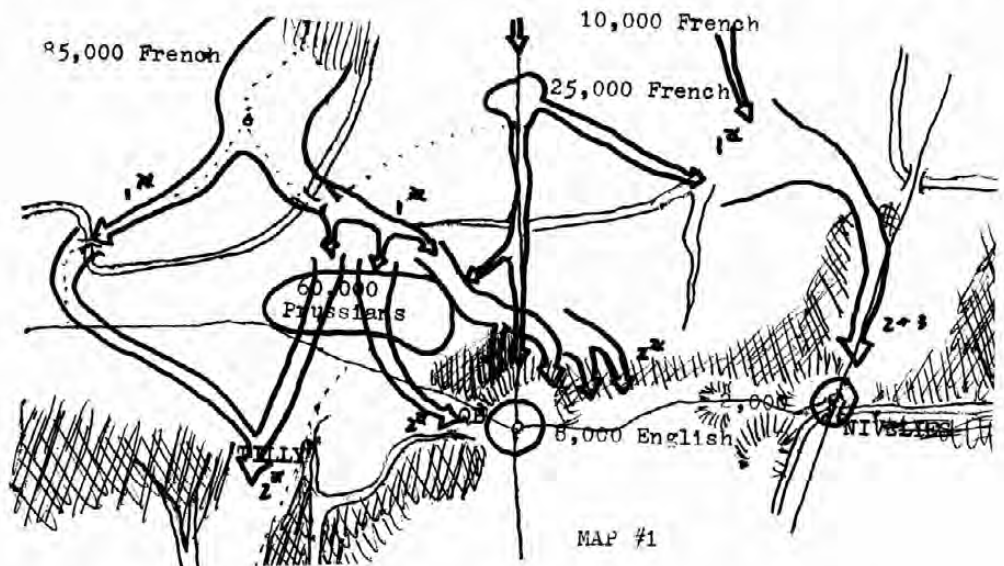
4. NEVER MAKE FRONTAL ATTACKS FEELING YOU CAN AFFORD LOSSES. There is no faster route to defeat.

5. NEVER PRESS A SINGLE LINE OF ATTACK TOO LONG. Concentrating your attack also concentrates the defense. Attack and threaten several points at once and strike whichever one is weakest.

Let's see how these principles look in action in a game such as WATERLOO.

At the start of the game the French outnumber the Allies (England and the Prussian "Huns" strangely enough), however, Allied re-enforcements arrive

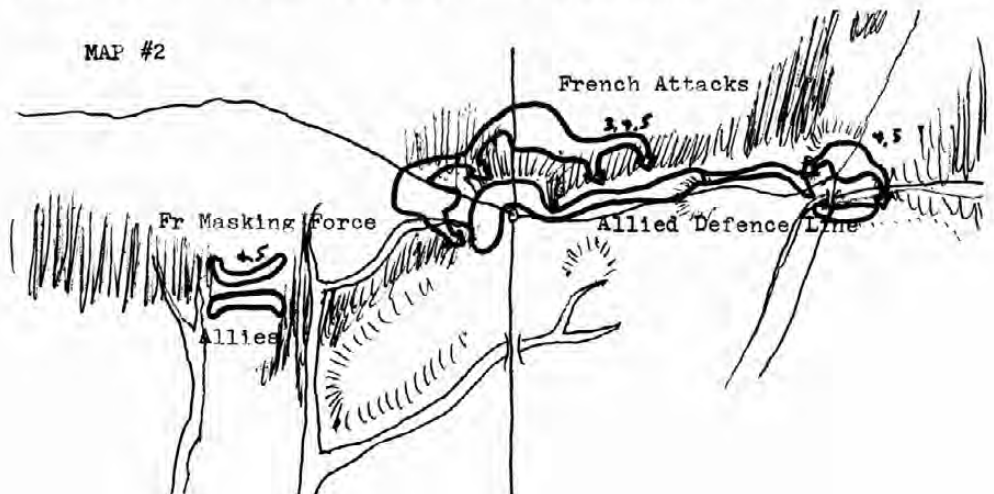
continuously and the total Allied force outnumbers the French Army. Initially there are three gaps the Allies must defend: Tilly, Quatre Bras and Nivelles. The initial French move is to bring forces within striking distance of all three (Fig. #1). If the enemy is



weak at any point, attack. Tilly is a good point for attack because it cannot be supported by the main Allied armies after they are driven back on QB. If Tilly is too strong for profitable attack, mask it with a defense force and forget it, that much less enemy strength on the main battlefields (moves #2 and #3).

If the Allied player is good and his dispositions are too strong for immediate attack, open up further fronts (Fig. #2, moves 4 and 5). The enemy cannot cover everything. By turn #5 the Tilly-QB-Nivelles position should be compromised. Once past this line, the

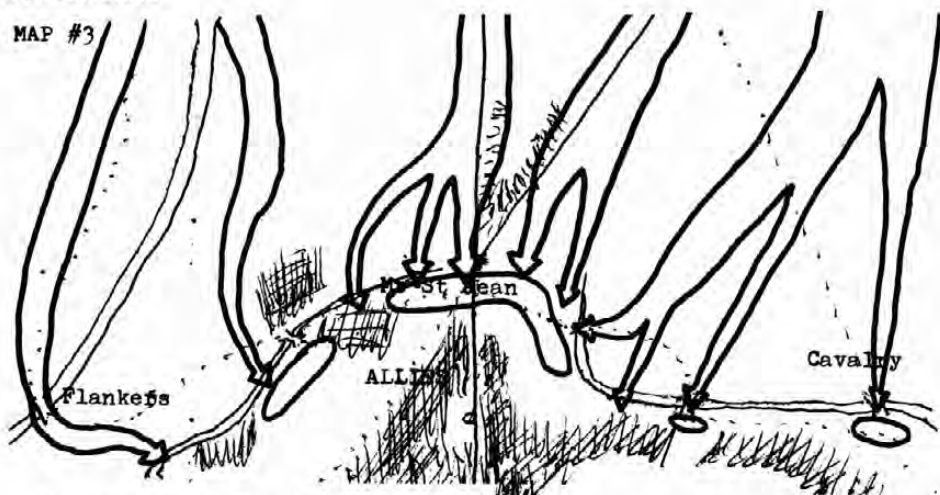
MAP #2



enemy's flanks are unsupported by natural obstacles. Send your cavalry around his flanks. Press his line as he retreats (Map #3), portions of his force can be cut off and crushed. If you are constantly flanking him he can't delay to counter-attack or rescue isolated units for fear his whole force will be engulfed. As you drive the enemy back toward Mt. St. Jean you will be concentrating his forces for him due to the

convergence of the two main roads. Keep your flankers out, they are worth more as a threat than as an attack force unless the enemy gets careless and exposes himself to encirclement. Don't bring your flankers in till Mt. St. Jean. If practical do not push the enemy back evenly. By not attacking some areas you may tempt him to hold an area until too late to withdraw his men. By the tenth turn the Allies should be driven back to Mt. St. Jean. (Map #3)

MAP #3



If your flankers have cut deep you should already have a lodgement in the defenses to work with. If the Allied player detached enough force to hold off your flankers his main front will give earlier and thus permit less reinforcements to arrive for the final battle. At this point (See Fig. 3) due to the limitations of the board, a battle of attrition will be necessary. However,

a small advance by the French forces will force the Allied forces past Mt. St. Jean and the tip of the forest behind it thus cutting the Allies in half. Mask one part and concentrate overwhelming force on the other and annihilate it. Good Luck. Comments to Ralph W. Schulz, 17 Birch Hill Rd., Locust Valley, New York 11560.

The Fleet in Being

By Paul Hunt

An interesting theory (put forth mainly by Rear Adm. Alfred Thayer Mahan at the turn of the century) that can be very useful to Generals and Admirals alike is that of the "Fleet in Being". It states basically that "a small force can immobilize a much larger force for a long period without engaging in combat."

You say, "Great! How does one do it?" and I will now try to explain:

1. There are many uses of this theory. Two good ones include: diverting enemy forces from where the enemy will really need them (that is the main one) and as a rear-guard action.

2. The more fronts there are, the better. Blitzkrieg is excellent.

3. This type of diversion is excellent as, if it is skillfully executed, no losses will be suffered (no combat).

4. This theory was originally intended for naval warfare, but it can obviously be applied to land warfare.

5. Troops that are equally mobile or more mobile than the enemy's are required to make this work.

6. An obviously advantageous use of this is where combat is impossible. One example is in D-Day. Forces in Britain before the 2nd invasion have no immediate combat value, but do immobilize a strong force. Another example is in Blitzkrieg where 40 factors are set to come in the back door of Big

Red or Great Blue, thus tying up an enemy force while they can't be touched.

7. Caution should be applied when dealing with an opponent more adroit in maneuvering troops than you are when combat is possible. Otherwise the fleet-in-being might turn into the ex-fleet.

8. The fleet-in-being as a diversion gains its effectiveness as a threat to enemy supplies. (See The Last Cruise of the Emden by Edwin P. Hoyt in your local library.)

9. As combat usually occurs in a rear guard action attempts at having a fleet be "in being" usually fail. It may work, however, if your opponent is more of a Hooker or Meade than a Grant.

10. Make sure you don't give yourself the short end of the stick by using more forces than you divert, when you don't have to.

11. Make sure the fleet-in-being's supplies aren't cut. This is a top-notch way of killing such an action if your opponent uses it on you. (I might add that you should watch constantly if you think he is trying this strategy so that you can "un-divert" diverted troops when cutting supplies isn't possible.)

12. To apply these points to land warfare, simply insert the word "force" instead of the word "fleet".

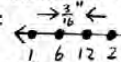
All comments, criticisms, and interesting applications of this principle may be sent to: Paul Hunt, 8395 White-wood Drive, Brecksville, Ohio 44141.

What... Jutland Without Ships?

by H. Pierre Noyes

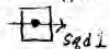
Jutland is a very exciting and realistic game, and is improved by incorporating the actual scale option. However, few of us have the unlimited playing space required for this and the alternative suggestion of stacking ship counters three deep in cumbersome in the extreme. We have tried instead making new counters 1/3 the size, but this still does not come to grips with the real impracticality of the game for those of us who can't finish it in an evening and have no place to leave it set up. We believe we have solved this problem, and at the same time created a practical method both for simultaneous movement and for play-by-mail.

The solution is simply to reduce the scale, ignore the counters, and for the combat phase of the game to plot all ship positions on paper. We have found that 1" to 4000 yards works well. At this scale the distance between ships in column, and also one movement factor, is 3/16". Columns of battleships are plotted as:



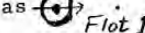
For con-

venience and speed in recording we do not use the names of the ships but rather their numerical order on the hit record sheets reading down. For instance, the column just given would (if British) consist of Agincourt, Canada, Hercules, Superb or (if German) or Friedrich der Grosse, König, Posen, Derfflinger. Light cruisers are plotted as



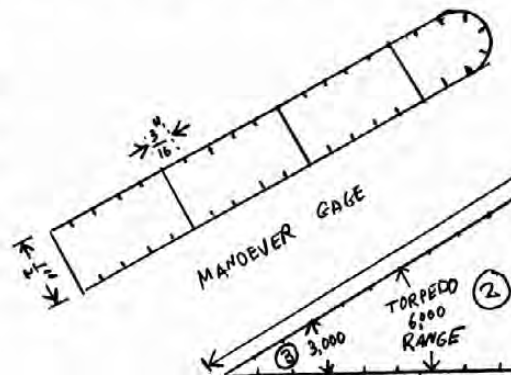
and destroyer

squadrons as



The dimensions

for the maneuver gage and range finder at this scale are given in the Figure:



We have made the rangefinder as a 30° sector of a circle so that it can also be used to determine easily (by laying the center line along the direction of motion of the column) whether or not only bow or stern guns bear on a particular target. Search procedure is unaltered. When battle is joined, plot the hexagons involved on a large piece of paper, using the fact that the perpendicular distance from center to edge is $4\frac{1}{2}$ " and from center to corner (or corner to corner) $5\frac{9}{16}$ ". Then plot the entering columns along the appropriate edges, and conduct maneuver and fire operations by drawing on the paper rather than by moving counters.

Simultaneous Movement

For greater realism, it is desirable to have both players make their moves simultaneously. This is accomplished by plotting the two opposing fleets on separate sheets of tracing paper. These sheets are then superposed, and those enemy units which are in visible range are plotted on the other sheet. The players then separate and plot their moves (including all their own units out of visible range of the enemy but within visible range of some element of the task force). Note they know the positions and directions with which all visible units start, but not where they will end up. After this maneuver portion of the turn the sheets are again superposed, and all visible units replotted, including those which have just heaved into sight. Each player can then assign his fire power to those ships which are in range, and the die rolling can start. Once combat is resolved, the players separate to plot the next maneuver, and so on until visual contact is broken.

For still greater realism an alternative way of starting battle is suggested. During the sweep and search portion of the game, each player maintains an up-

to-date plot of how all units are disposed within any square (or squares) occupied by each task force. Ships may be anywhere within these squares provided (a) all ships within a single task force are within visible range of each other and (b) all ships in each task force are moving in the (same) direction perpendicular on the same side of the hexagons. When contact is made, back up to the previous hour and superpose sheets in the configuration (adjacent squares) where the units would have been before they entered a common square. If any units are within visual range, proceed to maneuver and fire as above. If not, all units in each task force must proceed on course at the rate of the slowest ship in the force. Then sheets are superposed and checked for visual contact. If after repeating this on course maneuver five times, no contact is made, advance the time one hour and revert to search procedure.

Play by Mail

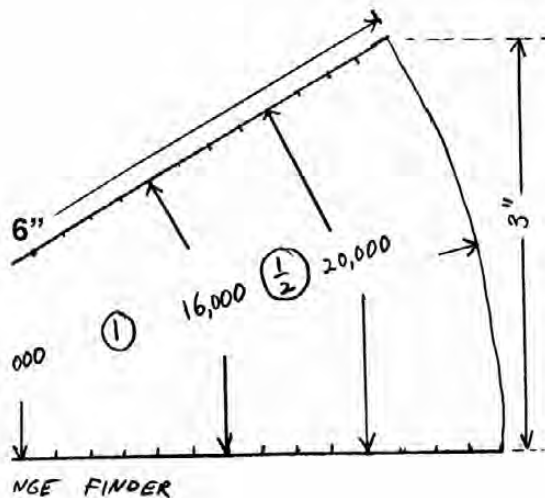
The search and sweep procedures present no obvious difficulties for play-

by-mail, and can be worked out by opponents using whichever set of rules is agreed on. Once contact is made, play can proceed much as above, except that each player must keep two plots. The procedure is as follows: 1) on an agreed date after contact, players exchange plots of all squares which might be involved. Since all ship positions in the area are now available to both players, it will be obvious whether visual contact has been made, or will be made during the hour. If not, revert to search procedure. Once it is agreed at which hour and time within the hour contact is established 2) on an agreed date, each player plots his new (10 minute later) position on both his and his opponent's paper and returns his opponent's sheet. 3) Upon receipt of the new move, the players bring both plots up to date and can now assign a firing pattern for all guns that bear. 4) On an agreed date, firing patterns are exchanged and combat resolved by die roll or stock listings as usual. 5) Results of combat are exchanged. Players now revert to step 2) and play continues 3), 4), 5) until visual contact is broken.

Really Big Red

by Thomas Webster

Thomas Webster, who is a long-time regular with AH, has expanded on the Blitzkrieg theme tailoring it to guerilla warfare. Like many AH'ers, Webster plays most all battle games well, seeking competition from such varied and sundry opponents such as college students, army veterans including a former 82nd Airborne paratrooper turned history professor at Western Michigan University.



Last year I blasted the idea of a guerrilla wargame based on Vietnam. Now, however, I'm sure a great fictitious guerrilla wargame can be made based on mainland southeast Asia. Irregularly along the narrow end edge of a Blitz size board would be one country penetrable only by friendly guerrillas and allied regular army units. No enemy units may go into that country.

Stretching away from this country (Really Big Red - not seriously tho) are 7 small countries, each with its own army and particular government (3 Democratic Republics, 2 military juntas, 1 Dictatorship, and 1 Monarchy - or whatever you like). Nearly all terrain is jungle. There could be one or two seacoasts. I suggest the outlines of the countries should be roughly similar to the outlines of borders of Burma, Thailand, Laos, N. Vietnam, Malaysia, Cambodia, and S. Vietnam. Population of the countries would be:

West to east bordering Red, 22 million, 20 mill., 14 m., 17 m. West

to east not bordering Red 25 million, 15 mill., 16 mill.

Really Big Red begins the game by sending advisors or guerrillas into the small countries. Small country guerrilla strength is determined by proximity to and length of the border with Red, population, type of government, and the die roll. Example: the country with 22 million people has an 800 mile border with Red, and a Democratic Republican government. Red has easy access into the country, but the fairly stable-attractive government somewhat counterbalances Red's influence. The die roll is thusly: 1 - 10% of people join anti-gov. forces 2, 3 - 20%, 4, 5 - 30%, 6 - 40%. (The % which does not become anti-gov. reflects the successful government projects.) The die roll represents the maximum number of people which will willingly join the anti-gov. forces. This number is not automatically given to the guerrillas. They must work to gain these people. Naturally, the people are correctly proportioned throughout the

country. The larger the guerrilla controlled area the more people they control, the more people will join them; but only to the max. of the die roll. All these people may fight with equal strength, which is 1/2 as good as Red's guerrillas (or - 1/4 of the anti-gov. pop. may fight at equal to Red guerrilla strength, 1/2 at 1/2 as good, and 1/4 at 1/4 Red guerrilla strength).

Governments may ask for help from neighboring small countries or from the outside big powers of Great Green, Fairly Tough Orange and Mediocre Blue. When casualties of Great Green reach 30%, Fairly Tough Orange reach 25%, and Mediocre Blue reach 20% of total force committed respectively, they must roll the die (Home country's vote of confidence); 1 or 2 means 10% of forces withdraw every 4 months.

When an outside big power accepts the request the first thing done is to roll the die telling how many month intervals to send troops the first year. Then the die is rolled again and the number is the actual number of regiments sent to that country. After the previously determined number of months has elapsed for troop replacements, the die is rolled and multiplied by 5 to find the number of regiments, then X 10 for the remainder of the year. The die is cast again for replacement intervals for the 2nd year and the procedure repeats (reflecting foreign policy and public opinion). When a small country's capitol is captured by Red controlled guerrillas, the remaining government forces may fight as guerrillas but must be within a certain number of squares of anti-red forces; may move into any anti-red country and join its forces; may fight once before reaching allies and move, but if twice attacked are destroyed; may not move into any Red or neutral country; may surrender in order that in the future they may revolt, try a coup, escape to another country, etc., or be liberated and join their liberators, or be exchanged or sold for ransom. Red can force those who surrender to fight but those forced are unreliable; or Red may deport them for labor use, etc. Remaining small country forces may split, some fighting, some running, some surrendering.

The guerrillas are all under one commander, the other countries are divided among the other players. The more players the better (for Really Big Red).

A COUP can only be tried by surrendered units pressed into service; the enemy of Red must be locally superior, within a certain number of miles of the small country's capitol, and closing; the Coupers must have inferior Red forces between them and the capitol also.

... Thomas Webster, R2, Plainwell, Mich. 49080.

Midway—Equilibrated

by Carl G. Nelson

After reading a recent article in the GENERAL and doing some research on the actual Battle of Midway I have been doing some serious thinking about the AH games as it exists in the Battle Manual. The Japanese did have the upper hand in the actual battle as far as an overwhelming force was concerned. However, the U.S. had one thing going for it in the actual battle that does not exist in the AH game MIDWAY - Surprise! The Japanese were not expecting to find the U.S. Carriers anywhere near Midway during the opening phases of the battle. In the game the Japanese Player knows that the U.S. Fleet is awaiting and the actual size of the force waiting. The longer the Japanese Players holds off taking Midway the more points accumulated by the U.S. Player. But, the fact remains that the game is decidedly Japanese all the way even with the employment of the optional rules. Luck, either good or bad determines the outcome of the game and this luck is in the roll of the die. Strategy can overcome a few bad rolls of the die in a few cases but not too much so in the game of MIDWAY.

Mr. Mark Saviet, in his recent article (Vol. 4, No. 2), suggested the addition of night bombing attacks by B-17's and PT boats. I do not feel that these additions hold the answer to the problem. First of all, the idea is to hold the game as closely as possible to the situation as it existed at the time of the battle. The B-17 did not prove an effective weapon against ships at sea, especially from high altitudes. Considering the fact that there is no loss factor on the part of the B-17 attacks, they must be considered as high altitude attacks. At night the B-17's could not find, let alone effectively, attack a fleet of ships at night. If the general area where a group of ships are located is known a low altitude attack (almost sea level) could be effective because the ships would be silhouetted and therefore present a target. I do not know of any cases where B-17's were used as torpedo planes. The defenders of Midway had such an aircraft, a long range aircraft that could and did carry torpedoes and proved itself fairly effective during the war as a night, long range attack aircraft. This was the PBV "Catalina". As the game now stands the Japanese Player has nothing to fear during the night hours, except a surface contact and possible attack in this manner, but he still holds the advantage in

this situation. By providing a means for the U.S. Player to attack at night the Japanese player must exercise some caution.

Another factor that seems to have been over-looked is the use of submarines. The U.S. Fleet had twelve of these craft in the vicinity of Midway Island besides the surface ships. One of these submarines did get into a position from which it did launch an attack against one of the Japanese Carriers. The results of this attack are disputed but the attack did take place.

Therefore, with the addition of the two torpedo launchers, I feel that the outcome of the game will depend more on skill than on luck. In the actual battle, torpedo attacks by these systems did result in damage to Japanese ships. I propose the following procedures be adapted to employ these two systems in the game.

PBY's

Add nine PBY's to the game, this is the approximate number of aircraft used in Patrol Squadrons in the Navy. Attacks conducted by these aircraft would only take place during the night hours of play on ships sighted during the 1700 hour search move. The U.S. Player determines to which zones he will send PBY's and the number of PBY's to each zone, not to exceed the number of PBY's that he has. A PBY launched during the first night move can not be launched for an attack during the second night move. The U.S. Player calls off the zones in which he has PBY's. The Japanese Player discloses if he has any ships in the zones called off. If ships are located during this procedure, these ships are moved to the Battle Board. The U.S. Player selects the ship he will attack. Each PBY may be used against only one target during the attack phase of play. If more than one PBY is in the same zone then each may be used against separate targets.

If the ship the U.S. Player selects to attack is in the center of the fleet, the Japanese Player rolls the die to determine if the PBY is able to pass the perimeter ships and reach a favorable position from which to launch its torpedoes against the target selected. A roll on the die of a 1, 2, or 3 indicates that the PBY was shot down prior to reaching a favorable launch position. If the Japanese Player fails to stop the PBY the U.S. Player then rolls the die to determine the results of the attack.

A roll of a 1 or 2 results in one hit on the target selected, a roll of a 6 results in two hits. At the completion of the attack the PBY is removed from play and is considered shot down. The reason being that the PBY was a very slow aircraft and was an easy target. In penetrating to the center of the fleet it would be sighted by at least one ship and fired upon, after launching its attack on the target the entire fleet would be alerted and the possibility of withdrawing would be just about nil, therefore considered shot down. If, instead of selecting a ship within the fleet the U.S. Player selects a ship on the perimeter of the fleet he would have a better chance of attacking and not being sighted until too late. Therefore, on an attack of this type the U.S. Player rolls the die for a determination of the results of the attack and the Japanese Player does not get a chance at firing at the PBY. The PBY's will be able to attack any zone on the search board. All attacks would be documented on the operations sheet for each move the same as in the rest of the game.

Submarines

The following twelve submarines are to be added to the game: USS Cachalot, USS Flying Fish, USS Tambor, USS Trout, USS Grayling, USS Nautilus, USS Grouper, USS Dolphin, USS Gudgeon, USS Gato, USS Cuttlefish, and USS Grenadier. The initial move for the submarines will be the same as for the rest of the U.S. Fleet. The subs can move two zones per turn while on the surface and one zone per turn while submerged. If any sub is sighted on the surface by the Japanese Player it is considered as having been attacked and sunk. During the search procedure the U.S. Player may call out the areas in which he has submarines but he must specify that the area is being searched by a submarine. The Japanese Player must reveal the zone within the area so searched that he has ships in, however, he does not indicate the type of ships nor the number of ships, unless the ships happen to be in the same zone as the submarine. In this instance the battle board is not used, the U.S. Player indicates to the Japanese Player the type of ship that he will attack, cruiser, battleship, etc. The Japanese Player then names the ships of the type called by the U.S. Player and the U.S. Player then specifies which ship is the target of the attack. The U.S. Player then rolls the die to determine the outcome of the attack, a roll of a 1, 2, or 3 indicate the number of hits sustained by the ship selected as a target, a roll of a 4, 5, or 6 indicate that the attack was unsuccessful. The Japanese Player then rolls the die to determine the re-

sults of a depth charge attack on the submarine. A roll of a 1 or 2 results in the submarine escaping the attack, a roll of a 3 indicates that the submarine is damaged and is withdrawn from the game, a roll of a 4, 5, or 6 indicates that the submarine was sunk. If more than one submarine is present in the same zone each attack is determined as separate attacks. The other submarines could also be used against other types of ships in the group sighted and under attack, or even attack the same ship being attacked by the first submarine. For each submarine sunk, the Japanese Player receives two points towards his score. The submarines are restricted from operating against the Japanese ships in zones G-5-E, H-5-D, and H-5-G, these being the zones containing Midway, its atoll and the island of Kure. Attack can only take place when the submarine is in the same zone as the Japanese ships. Carl G. Nelson, 1813 Seventh St., Port Hueneme, Calif. 93041.

Union Victory Made Easy

by 2nd Lt. Stephen Gilliatt

Banning more than average luck, the following plan should give the Union side an easy victory in Gettysburg '67. It is designed for those Generals who make their own "rules" and desire nothing but victory. First, note the following facts.

The Union Cavalry of Devin and Gamble can not alone hope to hold any high ground or stop the Confederates of Heth's division. A full enfilade by both cavalry units only produces 1-1 odds. Hardly anything to rejoice about! And, if the attack fails, at least one of them is doomed.

Second, by the afternoon of the first day, the confederates are going to be vastly superior.

The plan then is simple enough, the Union are to avoid any battle except on their own terms, in a position where they are tactically superior. This is

a lot easier than it sounds at first, knowing the Union infantry is under-strength and there is no artillery. The first step to victory calls for the First and Eleventh Corps to form the nucleus upon which the Union Army will form. They, like the cavalry, should not be risked too easy in battle.

As the Grey tide advances down from the north, the Union forces should form a single straight line facing north in the area of the little Round Top. The cavalry should be on the flanks to protect the infantry and to be protected. You will note that the board is more narrow East to West than North to South. The strength of the defense is not based on hopeless to defend hills, but overlapping firepower of units that can not be flanked.

When the Confederates are ready to crush you around 4 P.M., retreat if need be to the third from the bottom row. As new units arrive, keep extending your flanks East and West, maintaining a straight line. The Confederates arriving from the north will have a long march to reach you. By the time you are forced to fight, nothing can defeat you. The Union line by 7 P.M. will reach almost from one edge of the board to the other.

Should the Confederates be bold enough to try to flank you, all you do is move with them. They will soon grow tired of this game and wait until noon of the second day for their cavalry in order to have "soak-off" units and flank units. By then, the union line will have no flanks and a small reserve of cavalry and artillery. All that remains is for Pickett to make his charge and die in a massive Union counter-attack crushing his flank or flanks.

My advice to any poor southern General is to spend your Confederate money on Union War Bonds.

Comments to: 2nd Lt. P. Stephen Gilliatt, P.O. Box 19, Scott AFB, Ill. 62225.

As most historians would recal, the Union botched another one in this battle. Clearly numerically superior the North could have attained a smashing, ultimate victory had Meade's forces sported a relentless pursuit where annihilation of the South at the Potomac river could have been achieved. Thus, Lt. Gilliatt's plan isn't conceived for the underdog. Rather, its purpose is to help the Union player to a decisive victory at a stage earlier than was possible in the real event. Now, you Southern sympathizers — how's about sending us a counter-plan for extermination of the Union forces . . .

Question Box

Afrika Korps

Q. May units move from a plain square to a road/rough terrain square and use the road bonus in the same turn?

A. Yes.

Q. If the German player uses his last supply unit on the 1st May turn, and fails to get supplies on the 2nd May turn, does he remove all units and lose the game?

A. No, but if he fails to get supplies on the 1st June turn he does lose all units and the game.

Q. May the "Jews" battalion be worth several Allied Brigades?

A. No, but they may be worth several Egyptian divisions.

Bismarck

Q. Is it possible to move directly from square B4a to square A4d?

A. No.

Gettysburg '64

Q. May retreating artillery units move through or onto squares containing friendly infantry or cavalry?

A. Yes.

Waterloo

Q. If no other retreat exists, may units move "back 2" through two wooded squares?

A. No, such units are eliminated.

Blitzkrieg

Q. May SAC bombers be used to aid in the reduction of minor country cities?

A. Yes. Since you must also apply at least 4 factors of ground troops to capture a minor country city, this is an exception to the rule that SAC attacks may not be made in conjunction with ground forces.

Q. May SAC be used to gain automatic victory against a unit if total elimination of the defender is certain no matter what the die roll?

A. Yes, but units advancing as a result of this auto-victory may not pass through the square under SAC attack. They may, however, pass adjacent to it.

Q. May a unit retreat an unlimited number of squares (up to that called for by the chart) through mountains?

A. Yes, Mountain squares do not effect retreats.

Q. What happens when a SAC attack is made against a city containing both ground and air units?

A. The attacker has two options: (1) he may attack the ground units only. If

he succeeds in destroying all ground units, all air units are destroyed. If one ground factor remains, the air units are untouched. (2) He may soak-off against the ground units (at no worse than 1-6) and attack the city supply capacity. The defender must eliminate one factor of air forces for each factor applied to the destruction of the city supply capacity. EXAMPLE: Blue has 8 TAC factors and 7 Infantry factors in V20. Red attacks with 10 Sac factors. Red may (1) apply all against the infantry at 1-2 odds. The aircraft will be unaffected unless all infantry factors are destroyed in this attack. OR (2) Red may apply 3 of his factors against the infantry as a soak-off (resolved on SAC table), and use the remaining 7 factors against the city supply capacity. In this case, 7 Blue TAC factors are eliminated and city V20's supply capacity is reduced to 5.

Q. Are units on mountain or city squares doubled against SAC attack?

A. Yes. If the chart calls for the elimination of 5 factors, the defender removes only 3 factors due to the doubled situation.

Bulge

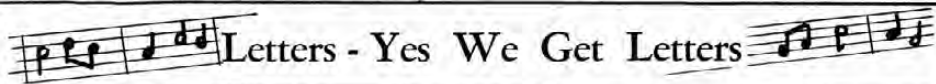
Q. If a unit moves directly from square UU19 to square TT19, has it used its entire movement allowance for that turn?

A. Yes. It IS possible to move from UU18 to BB33, from NN25 to KK23, from UU18 to MM25, or from MM25 to RR30 in one turn. It IS NOT possible to move from TT18 to KK26, or from LL12 to JJ14 in one turn. (We assume a movement factor of 4 here).

Guadalcanal

Q. In Vol. 3, No. 2 of the General you state that non-firing artillery may not be fired upon. Can other units in the same square as non-firing artillery be hit?

A. Yes. Say two artillery units and one infantry unit are on the same square. If either of the artillery units fires, the entire square (including the non-firing artillery unit) is fair game. If, however, neither artillery unit fires, only the infantry unit is subject to hits from incoming rounds.



Dear Avalon Hill;

...Going through my possessions I found the War Plans for Germany, France, Britain, and other warring Nations. This may sound impossible, should write implausible, but among my stored possessions were these plans, and there is a page total of 308. To substantiate my information, which I do not think you doubt, the work was prepared under the direction of Rear Admiral P. Colomb. Other officers of the British Army, and advisors (all named therein) are listed. So, in 1893, evidently Intelligence was well-prepared for eventualities, but like democracies, slow to act.

The work, printing, that is, was done at the University of Edinburgh, "Printers to Her Majesty". I sent my "card" for "JUTLAND" to you Friday. Strange, but I started in 1945, after my return from Okinawa (did three first-day invasions, demolition squads, no less, and at 38 years of age) to assemble books and data regarding World War I, and quite successfully. I note you have one "advertiser" from Terrace Park, Ohio, saying he has Jap Order of Battle for Okinawa. I grin. Wonder if he has the SNAKE INFORMATION? If not, then HE wasn't on the Beach at Suicide Bay, and knew OUR PLAN OF BATTLE.

I have no desire to "make money",

but if any of our Battle Buffs want any War Plans, particularly previously mentioned, they can write to me. I'm not in the market to make any money, and I'll do what I did in Honolulu--write them up, have them mimeographed at cost. As for AVALON HILL, I know you have your "hands full" with this bunch of "battle nuts", but if I have any material or information you think might help, let me know. I'm just a "beaten up, war scarred Pacific Vet" that's interested in AVALON HILL's games, but not to the extent of profit for myself.

If you wish you might run the following in "GENERAL": World War I battles, World War II, Palau, Guadalcanal, Saipan, Okinawa, Russell Islands, others. Have much information, official plans, campaigns, not for your money, though. Ask, if I can answer it, yours for mimeo, postage. WWI Battle Plans, prepared 1893.

Final. My offers are good, but destroy the letter, I don't want to sound like a hero.

Stewart C. McLeish, 85 Garland Street, Everett, Mass. 02149.

Sorry—we can't publish your ad; you know our rules regarding opponents wanted ads, only, in this column. But we've honored your request to destroy your letter . . . only you and I will ever know—ED.

Winners - - Contest #22

The tremendous response to this contest was highly encouraging. Our editors were simply amazed at the number of subscribers who obviously are familiar with all Avalon Hill games. Literally thousands of entries were received, 12% of which submitted perfect papers. Thus, the winners listed below were drawn at random from the group of perfect ones. Another 20%, at least, missed being perfect for one answer.

Winners are:

1. D. Scott Palter, Cedarhurst, N. Y.
2. Don McCamy, Union Grove, Ala.
3. Paul Perla, Pittsburgh, Pa.
4. John Macciocchi, Cape May, N. J.
5. Ray Saunders, Alexandria, Va.
6. Jim Silverman, Pittsburgh, Pa.
7. Bill Haggart, Whittier, Calif.
8. Chris Chamness, Pomona, Calif.
9. Jim Myles, St. Louis, Mo.
10. Jim Loehr, San Jose, Calif.

A \$6.00 GIFT CERTIFICATE has been awarded each of the winners.

Don't forget to vote on what are the three best articles of this issue... record your votes where provided on the Contest Entry blank.

Subscriber Discount...

The Coupon shown below is for the benefit of the full-year subscriber. As soon as you have accumulated 4 such coupons, 1 each from this and succeeding issues, you are entitled to a \$1.00 discount applied to the purchase of any Avalon Hill games, parts, play-by-mail equipment and the General.

Here's how it works

Each coupon is worth 25¢. But one coupon alone does not entitle you to a 25¢ credit. You must accumulate 4 different coupons before taking advantage of the \$1.00 credit. When you have accumulated 4 coupons, then you clip them all together and send them in with your order for an Avalon Hill game. When ordering in this manner, you simply send us a check or money-order for \$1.00 less than the usual retail value of the game.



OPPONENTS WANTED ADVERTISEMENT

Please print or type your advertisement on the spaces provided below, maximum (including your name and address) 35 words per ad.

1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28
29	30	31	32	33	34	35 WORDS

All ads are inserted as a free service to full-year subscribers. Only one ad per subscriber per issue is allowed. Ads will not be repeated from issue to issue, however, subscribers may re-submit the same ad, or new ads, for each succeeding issue. Ads received after the 15th of the month preceding publication will appear in the following issue. No ads will be accepted unless printed on this form.

CONTEST NO. 23

Now that you are all adept at recognizing military units (as per last issue's contest) let's see how well you fare in determining actual battle odds in hypothetical situations. We have reproduced the actual troop counters engaged in battle. You must determine exactly what the Combat Results Table odds are in each case taking into consideration terrain features of the respective games. Since only the grid coordinates are listed we suggest that you set up each situation on the playing boards. (Of course you have to figure out, first, which games are involved.)

The contestants who submit perfect, or near perfect entries will be awarded \$6.00 Gift Certificates. Entries must be postmarked no later than February 10, 1968. Entrants may submit copies or photostats -- one to a subscriber only.

Vote for Best 3 Articles

All entrants must list what they personally feel are the three best articles in this issue. This selection has no bearing on the contest results, but entries not containing this information will be voided.

5-10 KK26 vs 1-8 KK27

8-4 LL20 vs 4-4 LL19

12-5 SS30 vs 5-4 SS29

4-7 O61 vs 1-1-6 O62

4-10 Kukum vs 1-8 JJ22

2-2 16-3 vs 1-4 17-4

1-4 17-12 vs 1-4 17-13

3-6 Tilly, 3-6 Z20 vs 2-6 Y20

4-4 Calais vs 1-2-2 Dunkirk

8-8-6 Q31 vs 5-7-4 P32

3-3-3 E11 vs 4-4-4 D10

7-7-10 J62 vs 3-3-7 K62

2-7 C23-43 vs 1-5-4 25-44

8-4 St. Vith vs 4-4 PP16

Name _____

Address _____

City _____

State _____

Prize _____

Headlines of 3 Best Articles:

Survey...

One of our New Year's resolutions is to concentrate on improving the editorial content of this magazine. You can help us do this by filling out the following survey.

Check the YES column if you wish such articles continued; check NO if you feel they are a waste of paper. If you check MAYBE, please elaborate in the space below.

	Yes	No	Maybe
Avalon Hill Philosophy			
Infiltrator's Report			
Contests			
Dealer Listing			
Opponents Wanted			
Question Box			
Club News			
Historical Articles			
Letters to the Editor			
Humorous/Satiracle articles			
Tactical/Strategical Plans for Specific Games			
Articles on tactics and strategy of a general nature			
Articles on Non-AH games			

OTHERS (Your thoughts)

Official Avalon Hill Game Clubs...

Club	President	Membership	Newsletter	Membership Benefits
Marauders (SCS) 814 Hilda Street Anaheim, California 92806	Ray Whitaker	8	The Spartan Gladiator Report	The SPARTAN Neutral League! For people in the area who want weekly play. A chance to win a free game, money, a trophy or recognition. PBM players can enjoy the same benefits.
Der Totenkopf SS 754 Kittiwake Chula Vista, California 92011	Dana F. Lombardy	20	Der Armvoge!	Individualism; recognition for wargaming accomplishments; closely-knit, highly organized club; almost unlimited openings for high rank; the good feeling you get when you're with fellow professional wargamers.
Spartan Wargamers 5820 John Avenue Long Beach, California 90805	Russell Powell	24	Gladiator Report	Competition for free games, PBM pads, cash awards, trophies, etc., also creation of new games and AH variants. Honesty. It is a democratic club with monthly elections.
Gauleiters of San Francisco 68 Sylvan Drive San Francisco, California 94132	John Murphy	6	-----	All we want to do is play AH games the way they should be played.
Leibstandarte SS 15515 Delgado Drive Sherman Oaks, California	Stephen H. Beecher	12	-----	Cash awards are given for new strategies and overwhelming victories. The club is run most democratically.
SS Panzer Division Leibstandarte Adolf Hitler 5050 Coldwater #308 Sherman Oaks, California 91403	Derek Rose	11	-----	Realistic club wargaming on a highly competitive basis. All of us have 4 or more years of experience at all sides of all games and therefore we have chosen to specialize on the German side as we enjoy it most and are all skilled at armoured warfare.
Gunn Kriegsspiel Society (GKS) 479 Cedro Way Stanford, California 94305	Steven Sowards	10	-----	Less bureaucracy due to small size (due in turn to our single school nature) resulting in readily available opponents & great opportunity for advancement.
Colo. 1st Legion 75 So. Allison Denver, Colorado 80226	Arleigh Burke	8	-----	Two new games - one finished (Blitzkrieg Sea Adaptation) - one still under design (Based on the Marmatank convoy).
4th Reich 714 Wooddale Road Wilmington, Delaware 19809	Vince Meconi	15	-----	We believe the 4th Reich is the most elite club in the U.S. New members aren't admitted until they have proven positively that they are superior wargamers. Our sole aim is to develop the highest possible skill in Avalon Hill games.
4th SS Panzer Army 111 Colby Hartford, Connecticut 06106	Ray Piche	10	-----	The 4th SS is a compact, local organization of wargamers meeting frequently for face-to-face games. We discuss strategies, create our own games and travel for tournaments as well as play-by-mail.
The Army of New Zion Box 295 Kailua, Hawaii 96734	Philip Musgrave	10	ANZ Newsletter	Freedom of choice, serious wargaming and good organization. We do not indulge in childish claims of victory but play for fun.
U. L. T. R. A. 5228 W. Belmont Chicago, Illinois 60641	Glenn R. Taras	4	-----	A variety of qualified opponents or comrades - depending upon your preference - who are experienced in different types of strategy & are truly interested in and enjoy Avalon Hill to the fullest.
A. H. Wargaming Club 2332 Wesley Avenue Evanston, Illinois 60201	Richard Locke	5	-----	We feel that our club offers the benefits of: new contacts, single and team-play.
Revenge Legion 413 Colorado Avenue Aurora, Illinois 60506	Tom Jerrell	7	-----	Inter-club competition and all challengers accepted as soon as possible.
The General Staff 1001 Woodlawn Drive Baltimore, Maryland 21207	Donald Killgallon	20	-----	The General Staff provides suitable competition for those students of Woodlawn Senior High School interested in playing Avalon Hill games.
Wehrmacht 67 Lawley St. Joseph, Massachusetts	Ken Howes	6	-----	A new club with opportunities of high position, looking forward to a day when all states will have mem. A fledgling club.
We Conquer All (WCA) 51 Grover Road Natick, Massachusetts 01762	Michael Nicholson	26	-----	Gaining experience, friendships with other members across the nation, tournaments against other top clubs, and the privilege of growing with us.
The Aggressor Homeland 5131 Junata Street Duluth, Minnesota 55804	Victor Gervol, Jr.	120	The Aggressor Stormtrooper	We offer rapid advancement for skilled players and dedicated officers. Our commanders are sincerely interested in improving and uniting wargaming.
Panzer Lehr 561 Beaumont Drive St. Louis, Missouri 63122	William Eck	10	-----	We believe PANZER LEHR offers a challenge to dedicated wargamers. Through limited membership we hope to develop an elite of wargamers, all advancement is by number of victories, not seniority.
Imperial Guards 351A Oak Court Glasgow AFB Montana	Bill Gray	8	-----	Bring about play among the older teenage wargamers.
Third Reich 114 Pierce Street Buffalo, New York 14206	Carl Pawlak	25	Grenadier	Organized tournaments with other clubs. Great possibility to advance; participation in territorial conquest.
Army of the Hudson 78 W. 175th Street Bronx, New York 10451	Jonathan Feldman	7	-----	We feel that our club offers the benefits of centralization and organization. We, also, have a wide variety of games.

Club Registration

All clubs are urged to register with Avalon Hill. A complete roster will be published in the next issue with supplemental listings added in each subsequent edition. Prerequisite in the registration of bonafide clubs is the information requested below. There is no registration deadline. However, it will be to each club's advantage to register as early as possible. The only absolute requirement is the listing of names and addresses of three club officers and the affidavit that there are at least 6 persons with membership in the said club.

Club Name _____

Mailing Address _____

Officer's Names _____

We play: ☐ face-to-face, only ☐ PBM, only ☐ Both

Membership dues (if any) are: _____ 3. Age Limitations: _____

We: ☐ are ☐ are not accepting new members.

We: ☐ conduct ☐ do not conduct tournaments between other clubs.

We publish a newsletter/magazine entitled _____

for \$ _____ published every _____

We: ☐ would ☐ would not be interested in traveling to attend a gaming conference.

We feel that our club offers the benefits of: _____

(50 words or less)

AFFIDAVIT: Current membership is now _____ persons.

(An officer's signature)



"I assure you, Senator, we will give your nephew's solid fuel system the attention it deserves!"

Kampfgruppe VIPER 275 Long Beach Road Nempstead, New York 11550	Thomas Yannios	25	Panzer Leiter	Rapid advancement since we are relatively new. Also our special wargaming consultation service offered by all high command officers to subordinate members, along with this we will offer a military-political magazine to all members.
Military Tactics Society 39-30 Glenwood Street Little Neck, New York	Tony Morale	7	-----	Challenge; the PBM players play excellently; and social enjoyment; for if you are interested in military history, you can join.
Prætorian Guard 1000 Oakland Avenue Monroe, New York 10950	Francis D. Phillips II	30	The Centurion	We feel that our club offers the benefits of providing its members with opponents (as many as they want) and simultaneously provides an outlet for the military applications of our members.
South Shore Vietnam 24 Harbor Avenue Islip, New York 11751	D. Scott Palter	8	People's Liberation Journal	Small size, friendly atmosphere, no dues, no pressures, same age group and interests.
Oberbefehlshaber Ripse 21 Swenson Drive Wappingers Falls, New York 12590	Richard K. Wheeler	11	-----	This club gives us the chance to use the majority of war games. It also gives us a chance to learn the how and what that go into the games. When we have a PBM game we make it so we have two command levels.
ROWOC 715 Myrtle Terrace Park, Ohio	Geoff K. Buckman	7	-----	Local competition in Cincinnati, no members elsewhere. All share what others have.
Barbarians 4004 S.E. Pine Street Portland, Oregon 97214	W. Gerald White	7	-----	Local competition amongst members increases their individual skills. Our ages are from 17 to 31 and we cover the whole spectrum of interests from wargaming to sports games.
Hard Corps 1716 Sandusky Street Erie, Pennsylvania	Bob Cohen	7	-----	Being allied with Spectre. We participate in tournaments with other clubs. We are also allied with the 14th Marauders and III Army.
S. P. E. G. T. R. E. II 361 Penn Street Hanover, Pennsylvania 17331	Michael Barnhart	8	Spectre II Newsletter	Experience; a refined ranking system based on combat experience, campaign ribbons; medals; and certificates of achievement.
World Wide Control 6650 Beacon Street Pittsburgh, Penna. 15217	Steven Ryave & Eric Younkina	10	-----	High Command positions: our club game "The Second World War: Europe" which has almost 3000 exact units of all types. Exact navies & air forces of World War II in non tournament games.
International Federation of Wargaming 103 Spring Malvern, Pennsylvania 19355	Scott Duncan	75	The Spartan	Unified Rating System. We are not a "club". We are a fed. of clubs and wargamers. We do not force our membership to fight "wars" or take PBM. We do not conduct tournaments. We do however match clubs within the federation if they so desire.
III Army of Pennsylvania Box 280, RD2 Sayre, Pennsylvania 18840	Donald Greenwood	25	Panzerfaust	We are merely a national guard unit for the state of Pennsylvania. We try to promote wargaming by our support of such groups as P.O.W., Panzerfaust.
X Corps Confederate Army Box 11-113 OSC Columbia, S.C. 29208	John Kockhois	8	The Stars & Bars	Historical affiliation with the South in particular and South Carolina in general. A close knit fraternity of USA brothers.
Forrest's Cavalry 1365 Riedgelf Circle Chattanooga, Tennessee 37412	William Zietke	8	-----	We feel that our club offer the benefits of: A. Mature wargaming B. Southern Hospitality C. Political Discussions
Imperial Maximus Legion 3200 McGavock Place Donelson, Tennessee	Mark Dumdei	12	-----	Play by mail experience. A person plays as many games as he desires. We try to always meet the desires of our members.
SIAT - Corsair 2201 W. Irving Blvd. #204 Irving, Tennessee 37060	Mike Haley	8	-----	We offer and expect serious competition. We have pledged never to terminate a game. We follow AHKS rules. We are young but will take on anybody.
Red Lions Box 547 Fredericksburg, Va. 22401	Bill Stone	66	Courier	Tournaments between other clubs and among ourselves. Game designers flourish and new members can advance to high echelon positions.
OKW 701 N. Hope Street Phoenix, Virginia 23363	Robert J. Beyma	6	-----	A highly organized command staff, nationwide membership, efficient mail correspondence, excellent wargamers, and individual importance.
Bansai Squad 23124 25th W. Alderwood Manor, Washington 98036	Rod Randall	7	-----	Competition with other clubs and a special High-Low Command Tournament within our club for a prize and promotion.
Cavaliers 5202 - 62nd Everett, Wash. 98202	Ed Blackburn	21	-----	Friendlyness and an intellectual atmosphere of high quality wargaming.
Pacific Northwest War Games Association (PNWWGA) 3934 S.W. Southern Seattle, Washington 98116	Douglas Beyerlein	16	Opponents Guide	Uniting the various factions of wargaming in the Pacific Northwest into a group devoted to the improvement of wargaming through the usage of tournaments and a yearly convention.
Blitz Drache's 5400 N. 44th Street Milwaukee, Wisconsin	Ernest Simmerman	6	-----	Gaining new tactics, new ideas, being able to help invent new games, share strategies, and meet other opponents.

Perhaps the most affluent of all war-game magazines is *Strategy & Tactics* (see illustration) now available both direct mail and over the hobby store counters. Write for their colorful brochure: Box 11-187, Dept. G, Loudonville, New York 12211.



An excellent organizational directive has been secreted to our offices. It lists, in great detail, the Organizational Chart of the Spartan Wargamers. It lists affiliate clubs, plans, and guide lines for the creation and sustaining of a wargame organization. Far too lengthy to be reprinted here, we suggest the next best thing: write to Spartan Wargamers, 5820 John Avenue, Long Beach, Calif. 90805 - ask for Directive No. 4-C-1281.

The box cover design for Jutland is a reproduction from an oil painting by Colonel Donald L. Dickson, now editor of *Leatherneck Magazine* and member of Avalon Hill's technical advisory staff. His painting is of the German Battle Cruiser *Von der Tann*.

Hats off to James Misch for his Vol. 4, No. 3 article "Tournament Bismarck," which was voted best article by subscribers. Others receiving \$5.00 gift certificates for outstanding articles in this issue were: Gary Zintgraff, "The Best Invasion Area -- D-Day;" Mark Weitz for "Stop Glorifying the Nazis;" James C. Eschweiler for "The Indirect Approach;" and Jared Johnson for "Mastery of Midway."

But in Vol. 4, No. 4, a close race for kudos developed with Michael W. Leach's, "Vary Your Play" edging Captain Frankiewicz and Myron Brundage's "Principles of War" article for top honors. Others receiving the gift certificates were: Eric Shimer, "Blitzkrieg for the Depraved;" Geoff Burkman, "Gettysburg Expanded;" and Jim Arnold, "Morale in Waterloo."

"Our man" aboard the *Coral Sea* reports their virtual "destruction of Haiphong's communications with the world." Having earned a respite from this action, seaman Brian Babcock and shipmates have returned to the more exciting business at hand - AH gaming, what else?

The Infiltrator's Report

Sugar-coated education: James R. McLaughlin, an instructor at the Paul K. Cousino Senior High, Warren, Michigan, informs us that BLITZKRIEG has been integrated into their U. S. History course. We don't claim that transferring to this school will teach you any more history, but you'll have a heckuva lot more fun learning it.

The *Courier*, official news organ of Red Lions, has crossed into our possession. Vol. 1, No. 5, reports, and speculates, at length on the internal civil war befallen Aggressor Homeland. Aggressor Homeland has split into two factions: The Loyalists, headed by the Gervol-Libby-Rancourt faction, versus the Reformists under the Sullivan-Hall-Kruger leadership. With so many sub-factions aligning and re-aligning themselves it could be a long civil war. To keep abreast of these events, and others, inquire at the Red Lions stronghold: Box 547, Fredericksburg, Va. 22401.

For the dedicated historians, among the many interesting articles of The Stormtrooper is the Shiloh Order of Battle for the Union side. (October issue). And coming up in the January issue of this magazine will be the beginning of a series on the command structure, set-up, organizational methods, etc., of Aggressor Homeland...probably the largest wargame club in the country.

Congrats to artist Richard Blaes for his satirical cartoons that tone-up November's up-tight edition, available from John Rancourt, Room 316 Aroostock Hall, University of Maine, Orono, Maine

If you are interested in sports gaming in addition to wargaming, *Panzerfaust* has goodies for you. Write: Box 280, RD #2, Sayre, Penna.

The Tank, emanating from the halls of higher learning at Cambridge, Mass - 4371 Burton House, 420 Memorial Dr., to be exact, continues its articulate exposes of just about everything-wargaming. Of particular interest in their October issue was an article entitled, "How to Get the Blood and Thunder of WWII Without the Thud and Blunder of WWI." Nice.

